

Another boardgame player aid by

# UniversalHead

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Game:	<b>ZOMBIES!!!</b>
Pub:	<b>©2001 Twilight Creations, Inc.</b>

Page 1:	<b>Rules summary</b> (fan variant rules)
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**v1.1**

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For best results, print on card, laminate and trim to size.

# ZOMBIES!!!

## SETUP

Place the **Town Square** tile in the centre of the table and place player figures on the middle square.

Remove the following **Map tiles**: 1x Helipad, 1x Toy Store, 2x Right angle bend (with 'The Warehouse'), 2x Straight street (with 'Theatre 6'), 2x T Junction (with 'Media Buy'), 2x Crossroads.

Shuffle the rest of the tiles, then shuffle these 10 tiles and place at the bottom of the stack.

Remove the following **Event cards** and return them to the box: 1x Where Did Everybody Go, 1x Bad Sense of Direction, 1x Hysterical Paralysis, 1x The Keys Are Still In It, 1x We're Screwed, 1x Fear, 1x Brain Cramp, 2x All the Marbles.

Shuffle the Event deck. Players receive 3 Event cards face down, 3 Ammo tokens and 3 Life tokens.

## ORDER OF PLAY (clockwise)

Draw and place a Map tile

Combat any zombie on current space

Draw back to 3 Event cards

Move / Combat

Move zombies

May discard 1 Event card

## PLACE MAP TILE

All roads must be connected.

'Unnamed' tiles: Place Zombies equal to the number of road access points.

'Named' tiles: Zombies and tokens as indicated on the tile must be placed within the building.

No space may contain more than one zombie and more than one token.

## MOVE

Players may move a number of squares (not diagonally) equal to their number of Life counters + 2.

Any zombies encountered must be fought and defeated, after which movement may continue.

Tokens may be collected at any time from any space that a player is alone in.

Zombies and players may only move into and out of 'named' buildings through the door spaces.

If a player ends his turn on the centre space of the Town Square, he may regain 1 Bullet and 1 Life.

## COMBAT

On a 4-6 the Zombie is dead and added to the player's Kill pile. On a 1-3 the player must lose a Life token or spend enough Bullet tokens to raise the roll to a 4.

Die Roll	Result
1	Lose 1 life or 3 bullets
2	Lose 1 life or 2 bullets
3	Lose 1 life or 1 bullet
4-6	Kill Zombie (add to Kill pile)

If a player must lose a Life token but has none, he may:

- Fall before the zombie horde.** The player's turn ends immediately and their figure is replaced by a zombie. Discard half of the zombies from their Kill pile and all their Event cards and restart in the centre of the Town Square tile with 3 new cards, 3 Life and 3 Bullets next turn.
- Struggle Onwards.** The player loses 1 zombie from their Kill pile and cannot move anymore this turn, but may still *move zombies* and *discard an Event card*.

A player may never voluntarily leave combat. A player may never have more than 5 Life tokens.

## MOVE ZOMBIES

The player must move 3 different zombies 1 space each.

## EVENT CARDS

Event cards may be played at any time, but only one per player per round (from the beginning of their turn to the beginning of their next turn). Players may have no more than 3 Event cards in their hand at once, but may have any number in play face up.

## THE HELIPORT

When the Heliport is turned up, players bid a number of kills to see who places it on the table, starting with the player who drew the tile. Each player must bid at least one more kill than the previous or *pass* and not bid again.

Once the last person passes, the highest bidder places the heliport in any legal position and discards the bid kills.

## WINNING

There are two different ways for a player to win:

- Be the first player to reach the centre square of the Heliport tile.
- Kill zombies (depending on the number of players):

Number of Players	Zombies Kills to Win
2	25
3	22
4	20
5	17
6	15